

101. 101010110001001000110100010101101
102. 101010110001001000110100010101110
103. 101010110001001000110100010101100
104. 101010110001001000110100010101000
105. 101010110001001000110100010110000
106. 101010110001001000110100010100000
107. 101010110001001000110100011000000
108. 101010110001001000110100010000000
109. 101010110001001000110100100000000
110. 101010110001001000110101000000000
111. 101010110001001000110110000000000
112. 101010110001001000110100000000000
113. 101010110001001000111000000000000
114. 101010110001001000110000000000000
115. 101010110001001000100000000000000
116. 101010110001001001000000000000000
117. 101010110001001010000000000000000
118. 101010110001001100000000000000000
119. 101010110001001000000000000000000
120. 101010110001010000000000000000000
121. 101010110001100000000000000000000
122. 101010110001000000000000000000000
123. 101010110010000000000000000000000
124. 101010110100000000000000000000000
125. 101010111000000000000000000000000
126. 101010110000000000000000000000000
127. 101010100000000000000000000000000
128. 101011000000000000000000000000000
129. 101010000000000000000000000000000
130. 101100000000000000000000000000000
131. 101000000000000000000000000000000
132. 110000000000000000000000000000000

Figure 1 (Prior Art)

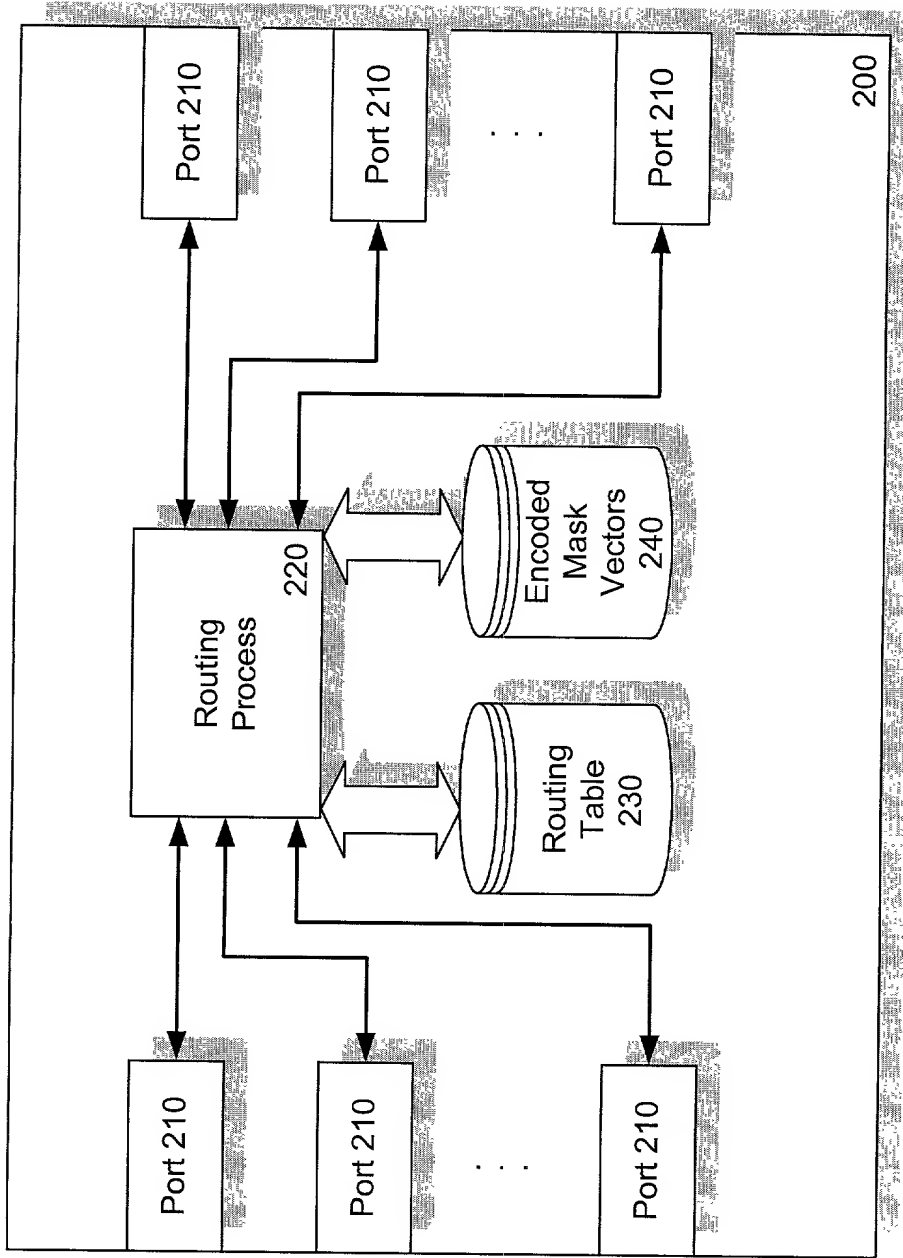


Figure 2

FIG. 3 is a diagram of a routing table 300, which is a table that stores information about the network topology. The routing table 300 is used by a router to determine the best path to a destination. The routing table 300 is organized into rows and columns. Each row represents a destination network, and each column represents a metric, such as the distance to the destination. The routing table 300 is updated periodically to reflect changes in the network topology.

Routing Table
300

Address 310		Payload 320
331 ⋮		⋮
0000101100000001000000010100000000		Payload
341 ⋮		⋮
0000101110000000000000000000000000		Payload
351 ⋮		⋮
0000101100000001100000000000000000		Payload

Figure 3

Figure 4 is a flowchart illustrating a packet forwarding/routing process. The process begins with a start node (410) labeled "Packet Forwarding/Routing Processing". This leads to a process node (420) labeled "Receive Packet". From there, the process continues to another process node (430) labeled "Extract a search key from the packet". The next step is a process node (440) labeled "Perform longest match search on the routing table". This leads to a decision node (450) labeled "Match found?". If the answer is "No", the process proceeds to a process node (460) labeled "Protocol dependent processing". If the answer is "Yes", the process proceeds to a process node (470) labeled "Forward packet based upon the longest match found". Both paths (from 460 and 470) lead to an end node (480) labeled "End".

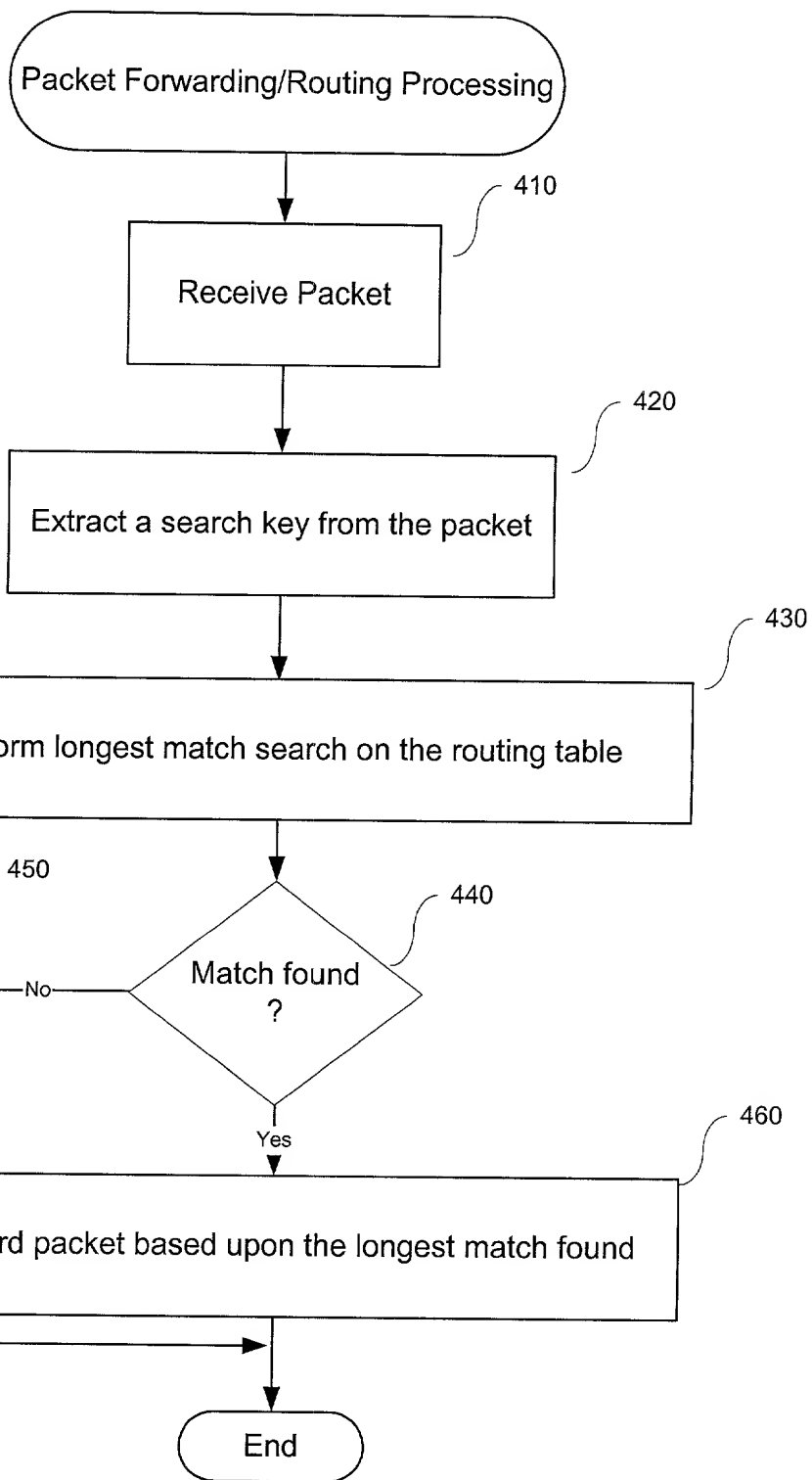


Figure 4

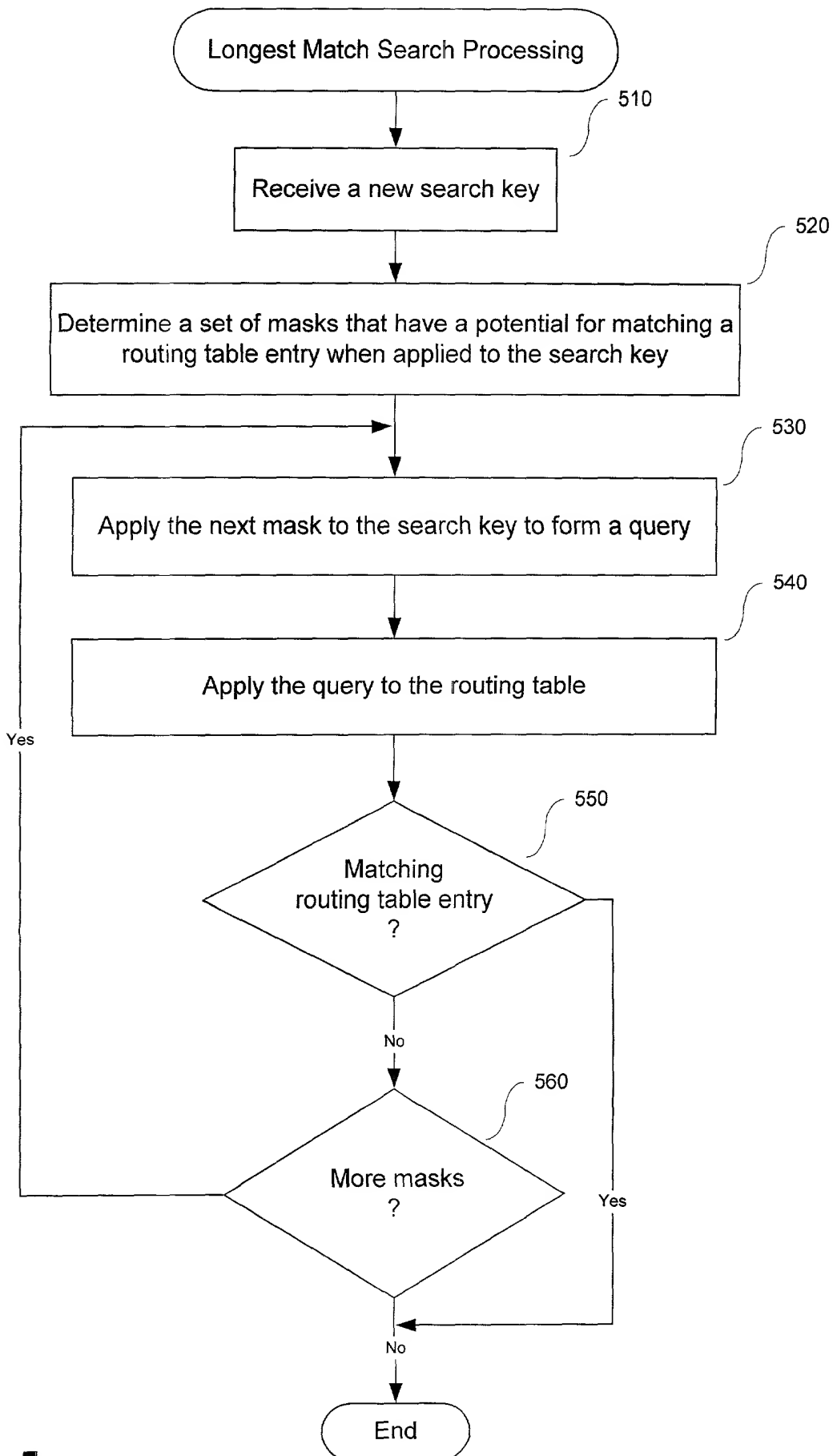


Figure 5

FIG. 6 is a diagram of a routing table 600 and a mask table 650. The routing table 600 includes an address field 610 and a payload field 620. The mask table 650 includes an index field 660 and an encoded mask vector field 670. The routing table 600 and the mask table 650 are used to route data packets. The routing table 600 is used to determine the destination of a data packet based on its address. The mask table 650 is used to determine the mask to be applied to the destination address. The routing table 600 and the mask table 650 are used together to route data packets.

Routing Table
600

Address 610	Payload 620
AB.CD.EF.00/24	⋮
AB.CD.EF.80/25	⋮
AB.CD.EF.82/32	⋮
01.23.45.00/24	⋮
AB.00.00.00/8	⋮

Mask Table
650

Index 660	Encoded Mask Vector 670
ABCD	01000181
0123	00000100
AB00	01000000
AB01	01000000
AB02	01000000
ABFF	01000000

Figure 6

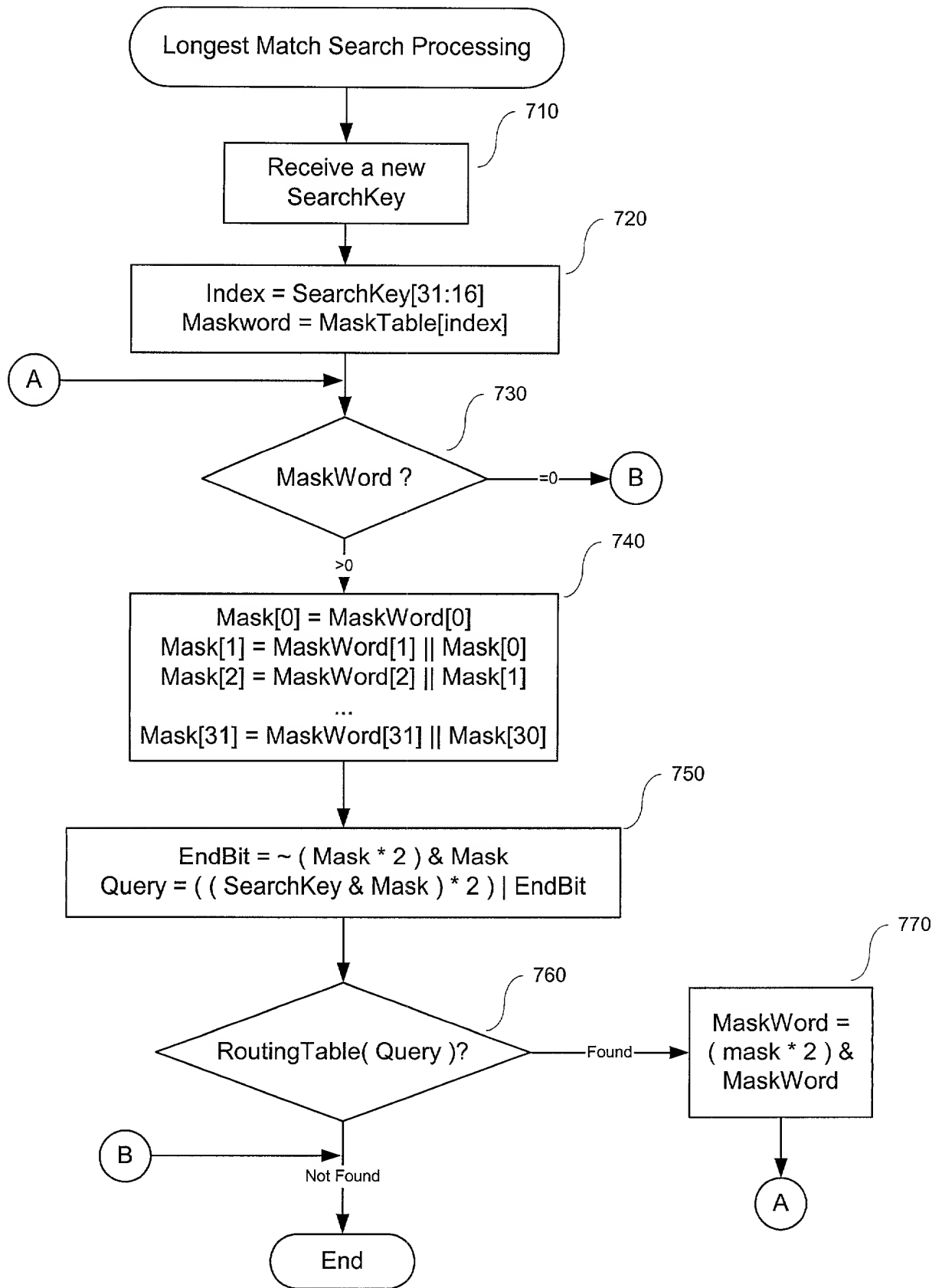


Figure 7

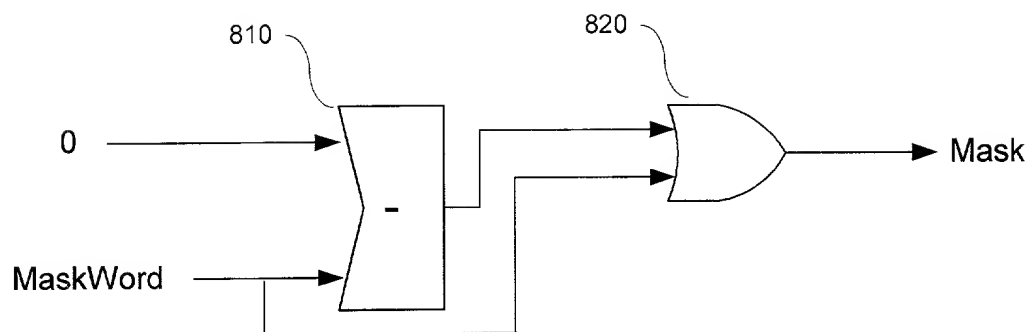


Figure 8

910		
920	MaskWord	0001000100010000
930	0 - MaskWord	1110111011110000
	Mask	1111111111110000

Figure 9

910		
930	MaskWord	0001000100010000
1010	Mask	1111111111110000
1020	Mask * 2	1111111111110000
	New MaskWord	0001000100000000

Figure 10